

Name _____



Date _____

The Hunger Games
Key 1 - Answer ID # 0321030

Chapters 1-5

1. Describe Peeta and Katniss's costume on the opening night?

2. What was the significance of Katniss's mocking jay pin?

3. Why did Katniss believe Peeta was going to kill her in the Games?

4. Why did Katniss trade places with Prim when she was chosen for the Hunger Games?

5. What were Katniss and her family dressing up to do?

6. Using a Venn diagram, compare and contrast District 12 and tribute life.

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7. Katniss dug through the trash to feed her family. What would you do if you were in her position? Why?

Chapters 6-9

8. What was Haymitch's first strategy in the Games?

9. Who was Peeta speaking of as his crush from home?

10. Where had Katniss seen the girl server at dinner?

11. What was a Career Tribute?

12. What was Katniss worried her actions with the bow would do?

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13. Katniss believed the Hunger Games to be unjust. Do you agree or disagree with her? Why?

14. Katniss had to act like someone else for her Hunger Games interview. Make one personal connection with Katniss and acting like someone you are not.

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Chapters 10-14

15. Who did Peeta appear to have aligned with?

16. How did Katniss make the Careers look foolish?

17. Why were the Career tributes allowing Peeta to tag along?

18. How did Katniss feel about the tribute building the fire in the arena?

19. How did Peeta save Katniss's life?

20. Katniss feels very lonely in the arena. Why? How would you feel in her place?

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21. What reasons did Katniss feel like she owed Peeta? Explain.

Chapters 15-18

22. What did Katniss think the blast did to her ear?

23. Who did Katniss call for after the announcement of two tributes to win?

24. Why did Rue appear to fly around the trees?

25. What did Katniss discover about the Careers' supplies?

26. How did Katniss know that Rue was in trouble?

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27. How do you think the rule change, two winners of the Hunger Games rather than just one, will change the Games' ending result? Why?

28. Using a Venn diagram, compare and contrast Rue and Katniss's supplies to the Career tributes' supplies.

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Chapters 19-22

29. Why did Thresh refuse to hurt Katniss?

30. What did Katniss continue to worry about throughout the Games?

31. Which family memory did Katniss tell Peeta?

32. Where was Peeta hiding after he was wounded?

33. Who shot at Katniss at the Cornucopia?

34. Imagine living your life on television. What do you think would be the advantages and disadvantages and why?

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35. How do you think Peeta and Katniss really feel about one another? Explain.

Chapters 23-27

36. What did Haymitch warn Katniss about when he hugged her?

37. Why did Katniss think Peeta was dead?

38. Why did the Capitol think Katniss should be punished for the berries incident?

39. Why did Peeta think the Gamemakers wanted him and Katniss to go to the lake?

40. What did Peeta and Katniss do to end the game with two winners?

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41. Reflect on the quote "I've spent so much time making sure I don't underestimate my opponents that I've forgotten it's just as dangerous to overestimate them as well ." What is its significance to this story?

42. Katniss was finally going home, a place she thought she'd never see again. Make a personal connection to how she feels about going home.

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Review

43. What did Peeta give to Katniss in the alley? <input type="radio"/> (A) Drumsticks and wings <input type="radio"/> (B) Fresh fruit and vegetables <input type="radio"/> (C) Loaves of bread	44. What was the first clue to Katniss that Peeta was nearby? <input type="radio"/> (A) A pack of supplies <input type="radio"/> (B) A blood-stained rock <input type="radio"/> (C) A piece of clothing
45. What was the sign of hope for Katniss from District 12? <input type="radio"/> (A) Moon <input type="radio"/> (B) Rain <input type="radio"/> (C) Sun	46. Where did Katniss and Peeta hunker down while Peeta healed? <input type="radio"/> (A) A house <input type="radio"/> (B) A cave <input type="radio"/> (C) A tree
47. Why was Rue screaming for Katniss's help? <input type="radio"/> (A) She was capturing another tribute. <input type="radio"/> (B) She was caught in a net. <input type="radio"/> (C) She was trapped in a snare.	48. Who did Katniss align with first? <input type="radio"/> (A) Rue <input type="radio"/> (B) Thresh <input type="radio"/> (C) Foxface
49. In the end, where did Katniss wake up? <input type="radio"/> (A) In the arena <input type="radio"/> (B) At the Training Center hospital <input type="radio"/> (C) In her home	50. What did Peeta see as a piece of luck? <input type="radio"/> (A) Receiving syrup from parachute <input type="radio"/> (B) Getting hurt while fighting <input type="radio"/> (C) His name drawn from the reaping bowl
51. What did Katniss miss the most? <input type="radio"/> (A) Warm milk <input type="radio"/> (B) Her mom <input type="radio"/> (C) Home	52. What did Katniss want to take from Glimmer? <input type="radio"/> (A) A bag of food <input type="radio"/> (B) A bow <input type="radio"/> (C) A jacket
53. What did Katniss and the others learn about in school? <input type="radio"/> (A) Math and reading instruction <input type="radio"/> (B) Sewing instruction <input type="radio"/> (C) Coal mining instruction	54. What was Katniss's score for first competition in the Games? <input type="radio"/> (A) 11 <input type="radio"/> (B) 7 <input type="radio"/> (C) 12
55. Who was in the tree with Katniss? <input type="radio"/> (A) Rue <input type="radio"/> (B) Foxface <input type="radio"/> (C) Peeta	56. What was an Avox? <input type="radio"/> (A) One who was chosen for the Hunger Games <input type="radio"/> (B) One who won the Hunger Games <input type="radio"/> (C) One who committed a crime
57. Who did Katniss see as her real opponent? <input type="radio"/> (A) Thrush <input type="radio"/> (B) Foxface <input type="radio"/> (C) Peeta	58. What was dropped into the arena for Peeta's needs? <input type="radio"/> (A) A pack of meat <input type="radio"/> (B) A vial of sleeping syrup <input type="radio"/> (C) A suite of armor

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Word Chop

Each word has been split into two parts. Put the word parts together and write each word below.
 Use each word part only once.

Word List

age	se	ruse	ru	aw	us
barb	pe	uge	ary	on	entour
ate	ous	ca	fo	ff	guff
liber	arduo	ity	rive	cont	acquis
ish	eradi	ement	untable	catast	vado
proxim	arbitr	ess	ition	gar	rophe
invigor	grimn	blu	compl	exerti	insurmo
staun	del	ch	indete	liage	bra
cate	may	rminate	precari	hem	arism

1. _____	2. _____	3. _____
4. _____	5. _____	6. _____
7. _____	8. _____	9. _____
10. _____	11. _____	12. _____
13. _____	14. _____	15. _____
16. _____	17. _____	18. _____
19. _____	20. _____	21. _____
22. _____	23. _____	24. _____
25. _____	26. _____	27. _____

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Crack the code! Write the real word that each of the codes represent. Each letter in the real word has been changed to another letter. For example, a B in the code might really mean C. Once you figure out the code for one letter, the same code is used for all the words on this sheet.

Code:	A	B	C	F	G	H	I	J	K	L	O	P	T	U	V	W	X	Y	Z
Letter:			L															A	B

1.	UAIIXPYPH	_____
2.	WKIG	_____
3.	CGYOLAPB	_____
4.	VGWJAP	_____
5.	FXWYBG	_____
6.	OAWOKAHXKI	_____
7.	FXWGIABLH	_____
8.	TWGTXIHWXKI	_____
9.	TWGIHABAXKI	_____
10.	VKCPGWYZCG	_____

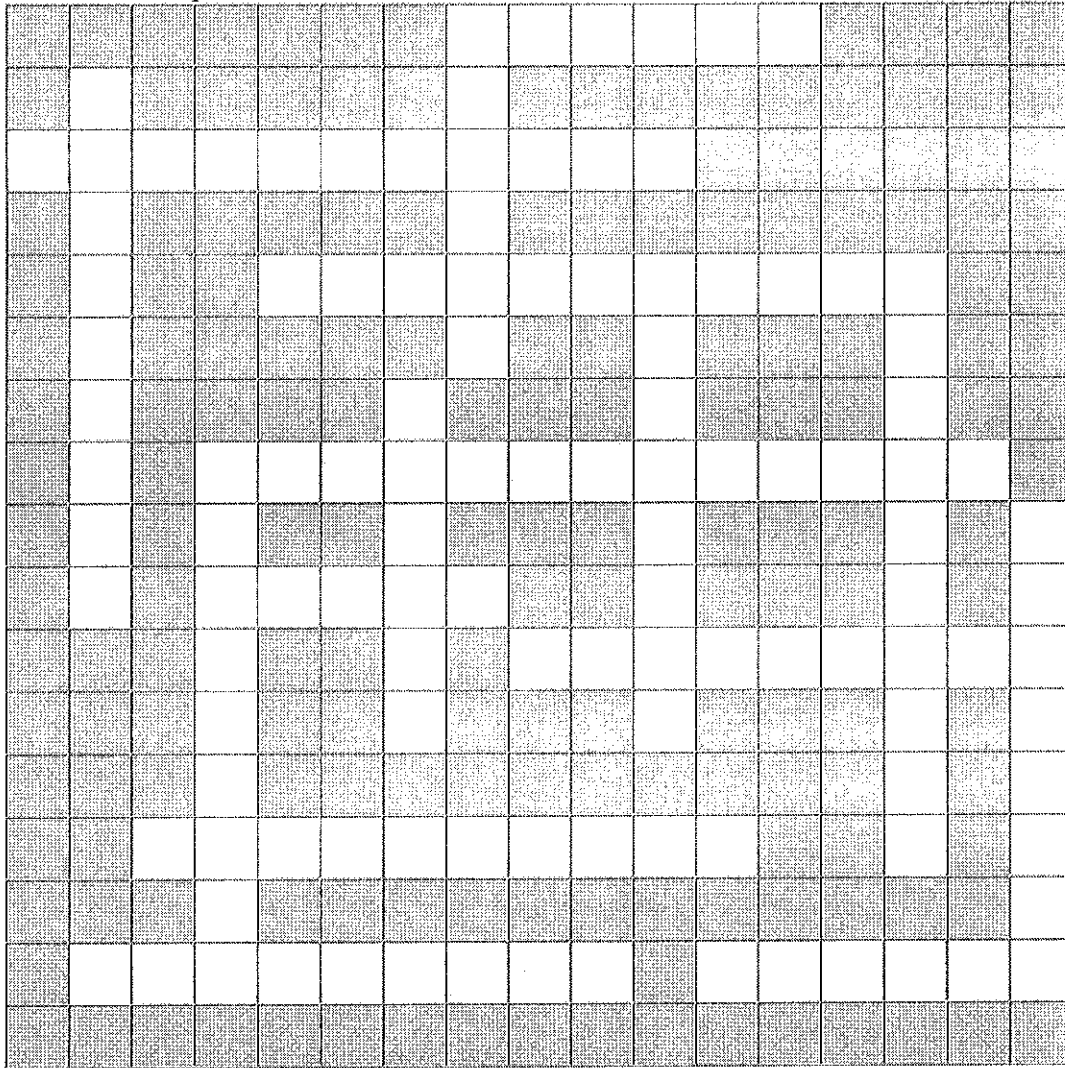
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Fill all the words into this puzzle.



GRIMNESS

SUSTENANCE

VERMIN

PRESTIGIOUS

DISSIPATE

CONCEALMENT

FAMISH

INDETERMINATE

IMPRUDENT

FORAGE

ENTOURAGE

EXERTION

PRIME

DEMEAN

RENDEZVOUS

LONGEVITY

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Circle the correct word.

1.	tenyuhwuhs tehyuhwuhs	tenuus tenuos	tenous tehnuhwuhs	tenuouss tenuous
2.	eradicete oradecate	ihreduhkayt erradicate	iradicate eredicate	eradicate eradicati
3.	catastraphe kuhtestruhfee	catastrophe cataastrophe	catasrophe catastrophhe	catastropphe catastrophe
4.	praksihmuhtee proxiimity	proxximity priksohmohtoe	praximity proksihmuhte	proximity proximety
5.	stalimate stalemate	stalemat stelamate	stalemati stalmate	stolamate stalemete
6.	leahing leching	laeching laechig	leaching leachong	leacing laching
7.	invigoraate invigorete	invigorate invigorate	invigoratte invigorati	invegorate onvigarote
8.	vulnerabli vulnirable	valnoroble vulnerabe	volnoruble vulnereble	vulnerable vulnerale
9.	tehyuhwuhs tenyuhwuhs	tenuous tenuos	tenuus tenous	tehnuhwuhs
10.	dissonaant dissoant	dissonent dihsuhnuht	dossonunt dessunent	dissanant dissonant
11.	mayehm mahem	mayhehm mayhihm	mayhim mayhahm	mayhem mayhemm
12.	depleete deplete	depleti deplite	diplete deplee	deplete doplete
13.	oxerbitunt exoorbitant	exobitant exarbitant	exirbutant exorbitant	exorbitent exorbitant
14.	cantagoin contagion	contegion conagion	contagon cintogaon	contegoin contagoin

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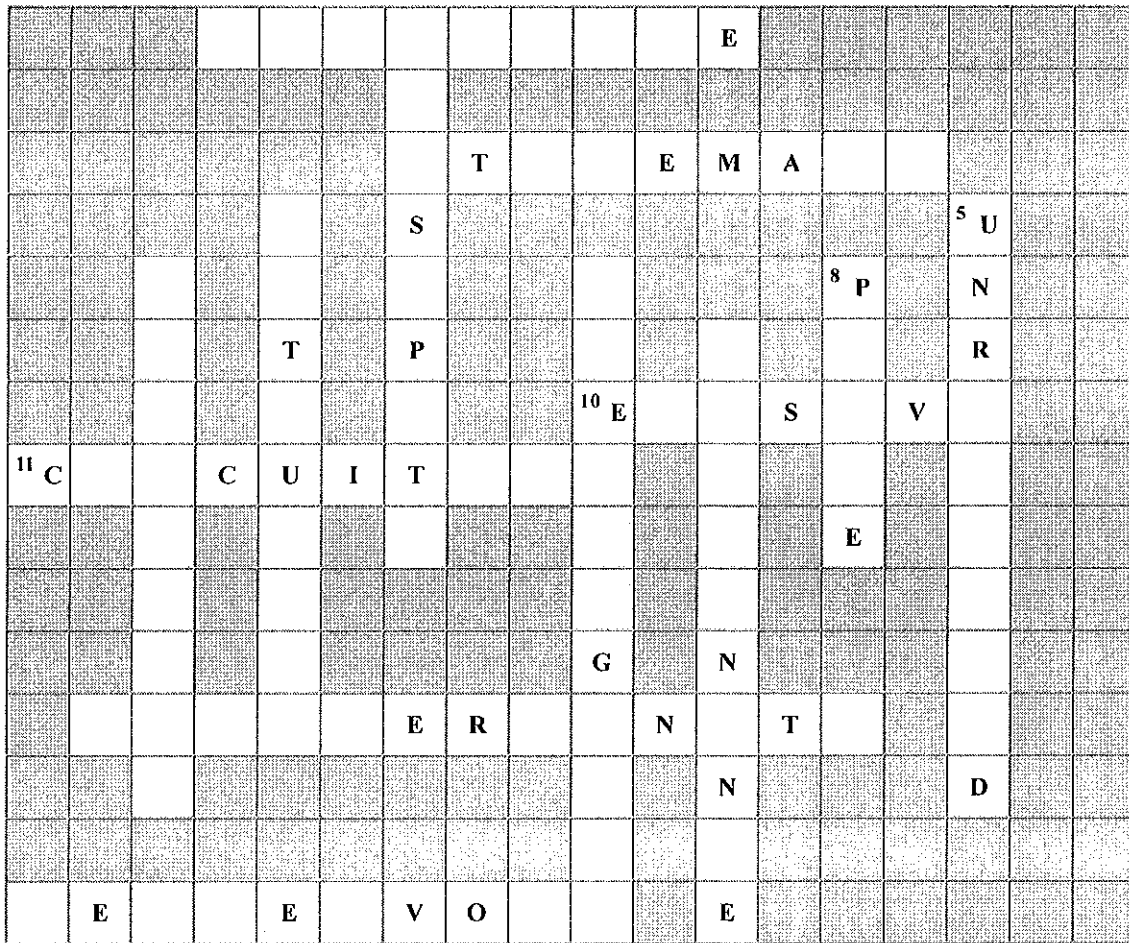
15.	borburohzuhm berbarasm	boorburihzuhm barburihzuhm	barbarism berbarism	barberism barbarusm
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Down

2. to move away from
4. the group following a particular person
5. not returned in kindness
6. not wise; lacking self-restraint
7. a high level of honor or importance
8. age of physical perfection
9. financial means one lives by

Across

1. destroy completely
3. a situation where future action is impossible
10. difficult to catch or hold
11. having a circular or winding course
12. not clear or uncertain
13. to meet due to a plan

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Select the definition that most nearly defines the given word.

1. garish <input type="radio"/> A having excessively bright colors or showy <input type="radio"/> B the act of pulling forth great effort <input type="radio"/> C to look through carefully <input type="radio"/> D impossible to overcome	2. contrive <input type="radio"/> A having excessively bright colors or showy <input type="radio"/> B pretending to have courage <input type="radio"/> C violent and needless disturbance <input type="radio"/> D to make or work out a plan for
3. bravado <input type="radio"/> A firm and dependable <input type="radio"/> B being very weak; little substance <input type="radio"/> C the ability to look ahead <input type="radio"/> D pretending to have courage	4. prime <input type="radio"/> A open to attack or hurt <input type="radio"/> B hard to do <input type="radio"/> C to make or work out a plan for <input type="radio"/> D age of physical perfection
5. staunch <input type="radio"/> A firm and dependable <input type="radio"/> B to fill with life or energy <input type="radio"/> C the leaves on a plant <input type="radio"/> D removal of minerals in water	6. mayhem <input type="radio"/> A the act of keeping something secret <input type="radio"/> B a degree or grade of excellence <input type="radio"/> C violent and needless disturbance <input type="radio"/> D to mislead
7. foliage <input type="radio"/> A pretending to have courage <input type="radio"/> B unreasonable; based on a whim <input type="radio"/> C the leaves on a plant <input type="radio"/> D the act of pulling forth great effort	8. insurmountable <input type="radio"/> A to look through carefully <input type="radio"/> B to mislead <input type="radio"/> C impossible to overcome <input type="radio"/> D hard to do
9. caliber <input type="radio"/> A a degree or grade of excellence <input type="radio"/> B lacking harmony <input type="radio"/> C to make or work out a plan for <input type="radio"/> D firm and dependable	10. tenuous <input type="radio"/> A to fill with life or energy <input type="radio"/> B being very weak; little substance <input type="radio"/> C violent and needless disturbance <input type="radio"/> D dread
11. oblivion <input type="radio"/> A the ability acquired by training <input type="radio"/> B forgetfulness; complete disregard <input type="radio"/> C removal of minerals in water <input type="radio"/> D having excessively bright colors or showy	12. acquisition <input type="radio"/> A the ability acquired by training <input type="radio"/> B having excessively bright colors or showy <input type="radio"/> C removal of minerals in water <input type="radio"/> D lacking harmony
13. peruse <input type="radio"/> A to look through carefully <input type="radio"/> B the ability to look ahead <input type="radio"/> C age of physical perfection <input type="radio"/> D open to attack or hurt	14. invigorate <input type="radio"/> A age of physical perfection <input type="radio"/> B to disrespect or put down <input type="radio"/> C to fill with life or energy <input type="radio"/> D unreasonable; based on a whim

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Select the definition that most nearly defines the given word.

1. preposterous <input type="radio"/> A crazy; senseless <input type="radio"/> B the act of keeping something secret <input type="radio"/> C unreasonable; based on a whim	2. indeterminate <input type="radio"/> A the ability to look ahead <input type="radio"/> B not clear or uncertain <input type="radio"/> C the act of pulling forth great effort
3. stalemate <input type="radio"/> A to search or hunt for food <input type="radio"/> B the group following a particular person <input type="radio"/> C a situation where future action is impossible	4. sustenance <input type="radio"/> A weakness or inactivity <input type="radio"/> B financial means one lives by <input type="radio"/> C hard to do
5. arduous <input type="radio"/> A a heavy rain <input type="radio"/> B the property of being close together <input type="radio"/> C hard to do	6. unrequited <input type="radio"/> A not wise; lacking self-restraint <input type="radio"/> B forgetfulness; complete disregard <input type="radio"/> C not returned in kindness
7. complement <input type="radio"/> A to complete or make perfect <input type="radio"/> B to fill with life or energy <input type="radio"/> C an obnoxious animal	8. longevity <input type="radio"/> A long length of life <input type="radio"/> B to meet due to a plan <input type="radio"/> C being very weak; little substance
9. leaching <input type="radio"/> A removal of minerals in water <input type="radio"/> B a high level of honor or importance <input type="radio"/> C not secure	10. foresight <input type="radio"/> A deep laughter <input type="radio"/> B the ability to look ahead <input type="radio"/> C to make or work out a plan for
11. rendezvous <input type="radio"/> A to meet due to a plan <input type="radio"/> B the ability acquired by training <input type="radio"/> C difficult to catch or hold	12. imprudent <input type="radio"/> A not wise; lacking self-restraint <input type="radio"/> B the ability to look ahead <input type="radio"/> C to complete or make perfect
13. exertion <input type="radio"/> A an obnoxious animal <input type="radio"/> B to fill with life or energy <input type="radio"/> C the act of pulling forth great effort	14. precarious <input type="radio"/> A crazy; senseless <input type="radio"/> B not secure <input type="radio"/> C dread
15. invigorate <input type="radio"/> A difficult to catch or hold <input type="radio"/> B to fill with life or energy <input type="radio"/> C a high level of honor or importance	16. arbitrary <input type="radio"/> A unreasonable; based on a whim <input type="radio"/> B being very weak; little substance <input type="radio"/> C hard to do

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Select the definition that most nearly defines the given word.

1. dissonant <input type="radio"/> A lacking harmony <input type="radio"/> B weakness or inactivity	2. lethargy <input type="radio"/> A the leaves on a plant <input type="radio"/> B weakness or inactivity
3. bluff <input type="radio"/> A to mislead <input type="radio"/> B deep laughter	4. barbarism <input type="radio"/> A destroy completely <input type="radio"/> B a brutal act
5. sustenance <input type="radio"/> A financial means one lives by <input type="radio"/> B to move away from	6. foliage <input type="radio"/> A to look through carefully <input type="radio"/> B the leaves on a plant
7. dissipate <input type="radio"/> A a sudden terrible event that brings disaster <input type="radio"/> B to move away from	8. famish <input type="radio"/> A to suffer from hunger or thirst <input type="radio"/> B open to attack or hurt
9. adversary <input type="radio"/> A opponent; enemy <input type="radio"/> B violent and needless disturbance	10. guffaw <input type="radio"/> A deep laughter <input type="radio"/> B having a circular or winding course
11. bravado <input type="radio"/> A to use up <input type="radio"/> B pretending to have courage	12. mayhem <input type="radio"/> A violent and needless disturbance <input type="radio"/> B the spreading of disease
13. vulnerable <input type="radio"/> A the property of being close together <input type="radio"/> B open to attack or hurt	14. deplete <input type="radio"/> A crazy; senseless <input type="radio"/> B to use up
15. catastrophe <input type="radio"/> A a sudden terrible event that brings disaster <input type="radio"/> B to disrespect or put down	16. demean <input type="radio"/> A to disrespect or put down <input type="radio"/> B greatly exceeding bounds
17. exorbitant <input type="radio"/> A crazy; senseless <input type="radio"/> B greatly exceeding bounds	18. circuitous <input type="radio"/> A deep laughter <input type="radio"/> B having a circular or winding course
19. contagion <input type="radio"/> A the spreading of disease <input type="radio"/> B a brutal act	20. peruse <input type="radio"/> A to look through carefully <input type="radio"/> B opponent; enemy

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Chapters 1-5

1. Describe Peeta and Katniss's costume on the opening night?
black unitard, shiny leather boots, cape made with orange, yellow, and red streamers to light on fire
2. What was the significance of Katniss's mocking jay pin?
It reminded her of her dad, as if he was protecting her even after his death.
3. Why did Katniss believe Peeta was going to kill her in the Games?
Everyone was fighting hard to stay alive.
4. Why did Katniss trade places with Prim when she was chosen for the Hunger Games?
to protect her from the Games
5. What were Katniss and her family dressing up to do?
attend the reaping ceremony

6. Using a Venn diagram, compare and contrast District 12 and tribute life.

7. Katniss dug through the trash to feed her family. What would you do if you were in her position? Why?

Chapters 6-9

8. What was Haymitch's first strategy in the Games?
to present District 12 as friends unlike the other districts

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9. Who was Peeta speaking of as his crush from home?

Katniss

10. Where had Katniss seen the girl server at dinner?

in District 12 trying to escape

11. What was a Career Tribute?

a tribute from Districts 1, 2, or 4 that trained all their lives for the Hunger Games

12. What was Katniss worried her actions with the bow would do?

The Gamemakers would hurt her family because of it.

13. Katniss believed the Hunger Games to be unjust. Do you agree or disagree with her? Why?

14. Katniss had to act like someone else for her Hunger Games interview. Make one personal connection with Katniss and acting like someone you are not.

Chapters 10-14

15. Who did Peeta appear to have aligned with?

the Careers

16. How did Katniss make the Careers look foolish?

The boy climbed up the tree after Katniss and fell; the girl shot arrows at Katniss and missed twice.

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- | |
|---|
| 17. Why were the Career tributes allowing Peeta to tag along?
<u>They thought Peeta would lead them to Katniss.</u> |
| 18. How did Katniss feel about the tribute building the fire in the arena?
<u>She thought it was a death sentence; the tribute was the biggest idiot in the game.</u> |
| 19. How did Peeta save Katniss's life?
<u>He told her to run before the Careers caught up to her.</u> |
| 20. Katniss feels very lonely in the arena. Why? How would you feel in her place?

_____ |
| 21. What reasons did Katniss feel like she owed Peeta? Explain.

_____ |

Chapters 15-18

- | |
|---|
| 22. What did Katniss think the blast did to her ear?
<u>caused her to lose her hearing in her right ear</u> |
| 23. Who did Katniss call for after the announcement of two tributes to win?
<u>Peeta</u> |
| 24. Why did Rue appear to fly around the trees?
<u>She was from District 2, the agriculture district.</u> |
| 25. What did Katniss discover about the Careers' supplies?
<u>It had mines surrounding it.</u> |

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26. How did Katniss know that Rue was in trouble?

Rue failed to light the third fire.

27. How do you think the rule change, two winners of the Hunger Games rather than just one, will change the Games' ending result? Why?

28. Using a Venn diagram, compare and contrast Rue and Katniss's supplies to the Career tributes' supplies.

Chapters 19-22

29. Why did Thresh refuse to hurt Katniss?

She was an ally of Rue's, and he was Rue's partner.

30. What did Katniss continue to worry about throughout the Games?

food for Prim and her mom

31. Which family memory did Katniss tell Peeta?

about buying and nursing Prim's goat to health

32. Where was Peeta hiding after he was wounded?

in the mud up to his neck

33. Who shot at Katniss at the Cornucopia?

Clove

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34. Imagine living your life on television. What do you think would be the advantages and disadvantages and why?

35. How do you think Peeta and Katniss really feel about one another? Explain.

Chapters 23-27

36. What did Haymitch warn Katniss about when he hugged her?

He warned Katniss that the Capitol was furious with her for showing them up in the arena; it was a joke on Panem.

37. Why did Katniss think Peeta was dead?

He didn't answer her call, and he wasn't in the place she'd left him.

38. Why did the Capitol think Katniss should be punished for the berries incident?

She was the instigator; it was her idea.

39. Why did Peeta think the Gamemakers wanted him and Katniss to go to the lake?

They drained the streams and ponds so the lake would be their only source of water.

40. What did Peeta and Katniss do to end the game with two winners?

They began to swallow the poisonous berries so there would be no victor.

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41. Reflect on the quote "I've spent so much time making sure I don't underestimate my opponents that I've forgotten it's just as dangerous to overestimate them as well ." What is its significance to this story?

42. Katniss was finally going home, a place she thought she'd never see again. Make a personal connection to how she feels about going home.

Review

<p>43. What did Peeta give to Katniss in the alley?</p> <p><input type="radio"/> A Drumsticks and wings</p> <p><input type="radio"/> B Fresh fruit and vegetables</p> <p><input checked="" type="radio"/> C Loaves of bread</p>	<p>44. What was the first clue to Katniss that Peeta was nearby?</p> <p><input type="radio"/> A A pack of supplies</p> <p><input checked="" type="radio"/> B A blood-stained rock</p> <p><input type="radio"/> C A piece of clothing</p>
<p>45. What was the sign of hope for Katniss from District 12?</p> <p><input checked="" type="radio"/> A Moon</p> <p><input type="radio"/> B Rain</p> <p><input type="radio"/> C Sun</p>	<p>46. Where did Katniss and Peeta hunker down while Peeta healed?</p> <p><input type="radio"/> A A house</p> <p><input checked="" type="radio"/> B A cave</p> <p><input type="radio"/> C A tree</p>
<p>47. Why was Rue screaming for Katniss's help?</p> <p><input type="radio"/> A She was capturing another tribute.</p> <p><input checked="" type="radio"/> B She was caught in a net.</p> <p><input type="radio"/> C She was trapped in a snare.</p>	<p>48. Who did Katniss align with first?</p> <p><input checked="" type="radio"/> A Rue</p> <p><input type="radio"/> B Thresh</p> <p><input type="radio"/> C Foxface</p>
<p>49. In the end, where did Katniss wake up?</p> <p><input type="radio"/> A In the arena</p> <p><input checked="" type="radio"/> B At the Training Center hospital</p> <p><input type="radio"/> C In her home</p>	<p>50. What did Peeta see as a piece of luck?</p> <p><input type="radio"/> A Receiving syrup from parachute</p> <p><input type="radio"/> B Getting hurt while fighting</p> <p><input checked="" type="radio"/> C His name drawn from the reaping bowl</p>

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<p>51. What did Katniss miss the most?</p> <p><input type="radio"/> A Warm milk</p> <p><input type="radio"/> B Her mom</p> <p><input checked="" type="radio"/> C Home</p>	<p>52. What did Katniss want to take from Glimmer?</p> <p><input type="radio"/> A A bag of food</p> <p><input checked="" type="radio"/> B A bow</p> <p><input type="radio"/> C A jacket</p>
<p>53. What did Katniss and the others learn about in school?</p> <p><input type="radio"/> A Math and reading instruction</p> <p><input type="radio"/> B Sewing instruction</p> <p><input checked="" type="radio"/> C Coal mining instruction</p>	<p>54. What was Katniss's score for first competition in the Games?</p> <p><input checked="" type="radio"/> A 11</p> <p><input type="radio"/> B 7</p> <p><input type="radio"/> C 12</p>
<p>55. Who was in the tree with Katniss?</p> <p><input checked="" type="radio"/> A Rue</p> <p><input type="radio"/> B Foxface</p> <p><input type="radio"/> C Peeta</p>	<p>56. What was an Avox?</p> <p><input type="radio"/> A One who was chosen for the Hunger Games</p> <p><input type="radio"/> B One who won the Hunger Games</p> <p><input checked="" type="radio"/> C One who committed a crime</p>
<p>57. Who did Katniss see as her real opponent?</p> <p><input type="radio"/> A Thrush</p> <p><input checked="" type="radio"/> B Foxface</p> <p><input type="radio"/> C Peeta</p>	<p>58. What was dropped into the arena for Peeta's needs?</p> <p><input type="radio"/> A A pack of meat</p> <p><input checked="" type="radio"/> B A vial of sleeping syrup</p> <p><input type="radio"/> C A suite of armor</p>

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1. <u>complement (compl ement)</u>	2. <u>mayhem (may hem)</u>	3. <u>bravado (bra vado)</u>
4. <u>contrive (cont rive)</u>	5. <u>grimness (grimm ess)</u>	6. <u>bluff (blu ff)</u>
7. <u>staunch (staun ch)</u>	8. <u>catastrophe (catast rophe)</u>	9. <u>ruse (ru se)</u>
10. <u>acquisition (acquis ition)</u>	11. <u>garish (gar ish)</u>	12. <u>arduous (arduo us)</u>
13. <u>peruse (pe ruse)</u>	14. <u>barbarism (barb arism)</u>	15. <u>proximity (proxim ity)</u>
16. <u>insurmountable (insurmo untable)</u>	17. <u>precarious (precari ous)</u>	18. <u>caliber (ca liber)</u>
19. <u>indeterminate (indete rminate)</u>	20. <u>foliage (fo liage)</u>	21. <u>guffaw (guff aw)</u>
22. <u>deluge (del uge)</u>	23. <u>eradicate (eradi cate)</u>	24. <u>entourage (entour age)</u>
25. <u>exertion (exerti on)</u>	26. <u>arbitrary (arbitr ary)</u>	27. <u>invigorate (invigor ate)</u>

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Crack the code! Write the real word that each of the codes represent. Each letter in the real word has been changed to another letter. For example, a B in the code might really mean C. Once you figure out the code for one letter, the same code is used for all the words on this sheet.

Code:	A	B	C	F	G	H	I	J	K	L	O	P	T	U	V	W	X	Y	Z
Letter:	I	G	L	F	E	T	S	M	U	H	C	N	P	D	V	R	O	A	B

1.	UAIXPYPH	<u>DISSONANT</u>
2.	WKIG	<u>RUSE</u>
3.	CGYOLAPB	<u>LEACHING</u>
4.	VGWJAP	<u>VERMIN</u>
5.	FXWYBG	<u>FORAGE</u>
6.	OAWOKAHXKI	<u>CIRCUITOUS</u>
7.	FXWGIABLH	<u>FORESIGHT</u>
8.	TWGTXIHGWXXKI	<u>PREPOSTEROUS</u>
9.	TWGIHABAXKI	<u>PRESTIGIOUS</u>
10.	VKCPGWYZCG	<u>VULNERABLE</u>

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1.	tenyuhwuhs tehyuhwuhs	tenuus tenuos	tenous tehnuhwuhs	tenuouss <u>tenuous</u>
2.	eradicete oradecate	ihreduhkayt erradicate	iradicate eredicate	<u>eradicate</u> eradicati
3.	catastraphe kuhtestruhfee	<u>catastrophe</u> cataastrophe	catasrophe catastrophhe	catastropphe catastophe
4.	praksihmuhtee proxiimity	proximity priksohmohtoe	praximity proksihmuhte	<u>proximity</u> proximety
5.	stalimate <u>stalemate</u>	stalemat stelamate	stalemati stalmate	stolamate stalemete
6.	leahing leching	laeching laechig	<u>leaching</u> leachong	leacing laching
7.	invigoraate invigorete	<u>invigorate</u> invigorate	invigoratte invigorati	invegorate onvigarote
8.	vulnerabli vulnirable	valnoroble vulnerabe	volnoruble vulnereble	<u>vulnerable</u> vulnerale
9.	tehyuhwuhs tenyuhwuhs	<u>tenuous</u> tenuos	tenuus tenous	tehnuhwuhs
10.	dissonaant dissoant	dissonent dihsuhnuit	dossonunt dessunent	dissanant <u>dissonant</u>
11.	mayehm mahem	mayhehm mayhihm	mayhim mayhahm	<u>mayhem</u> mayhemm
12.	depleete deplete	depleti deplite	diplete deplee	<u>deplete</u> doplete
13.	oxerbitunt exoorbitant	exobitant exarbitant	exirbutant <u>exorbitant</u>	exorbitent exxorbitant
14.	cantagoin <u>contagion</u>	contegion conagion	contagon cintogaon	contegoin contagoin
15.	borburohzuhm berbarasm	boorburihzuhm barburihzuhm	<u>barbarism</u> berbarism	barberism barbarusm

			¹ E	R	A	² D	I	C	A	T	E						
						I											
						³ S	T	A	L	E	M	A	T	E			
				⁴ E		S									⁵ U		
		⁶ I		N		I			⁷ P				⁸ P		N		
		M		T		P			R		⁹ S		R		R		
		P		O		A			¹⁰ E	L	U	S	I	V	E		
¹¹ C	I	R	C	U	I	T	O	U	S		S		M		Q		
		U		R		E			T		T		E		U		
		D		A					I		E				I		
		E		G					G		N				T		
	¹² I	N	D	E	T	E	R	M	I	N	A	T	E		E		
		T							O		N				D		
									U		C						
¹³ R	E	N	D	E	Z	V	O	U	S		E						

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<p>1. garish</p> <p><input checked="" type="radio"/> having excessively bright colors or showy</p> <p><input type="radio"/> the act of pulling forth great effort</p> <p><input type="radio"/> to look through carefully</p> <p><input type="radio"/> impossible to overcome</p>	<p>2. contrive</p> <p><input type="radio"/> having excessively bright colors or showy</p> <p><input type="radio"/> pretending to have courage</p> <p><input type="radio"/> violent and needless disturbance</p> <p><input checked="" type="radio"/> to make or work out a plan for</p>
<p>3. bravado</p> <p><input type="radio"/> firm and dependable</p> <p><input type="radio"/> being very weak; little substance</p> <p><input type="radio"/> the ability to look ahead</p> <p><input checked="" type="radio"/> pretending to have courage</p>	<p>4. prime</p> <p><input type="radio"/> open to attack or hurt</p> <p><input type="radio"/> hard to do</p> <p><input type="radio"/> to make or work out a plan for</p> <p><input checked="" type="radio"/> age of physical perfection</p>
<p>5. staunch</p> <p><input checked="" type="radio"/> firm and dependable</p> <p><input type="radio"/> to fill with life or energy</p> <p><input type="radio"/> the leaves on a plant</p> <p><input type="radio"/> removal of minerals in water</p>	<p>6. mayhem</p> <p><input type="radio"/> the act of keeping something secret</p> <p><input type="radio"/> a degree or grade of excellence</p> <p><input checked="" type="radio"/> violent and needless disturbance</p> <p><input type="radio"/> to mislead</p>
<p>7. foliage</p> <p><input type="radio"/> pretending to have courage</p> <p><input type="radio"/> unreasonable; based on a whim</p> <p><input checked="" type="radio"/> the leaves on a plant</p> <p><input type="radio"/> the act of pulling forth great effort</p>	<p>8. insurmountable</p> <p><input type="radio"/> to look through carefully</p> <p><input type="radio"/> to mislead</p> <p><input checked="" type="radio"/> impossible to overcome</p> <p><input type="radio"/> hard to do</p>
<p>9. caliber</p> <p><input checked="" type="radio"/> a degree or grade of excellence</p> <p><input type="radio"/> lacking harmony</p> <p><input type="radio"/> to make or work out a plan for</p> <p><input type="radio"/> firm and dependable</p>	<p>10. tenuous</p> <p><input type="radio"/> to fill with life or energy</p> <p><input checked="" type="radio"/> being very weak; little substance</p> <p><input type="radio"/> violent and needless disturbance</p> <p><input type="radio"/> dread</p>
<p>11. oblivion</p> <p><input type="radio"/> the ability acquired by training</p> <p><input checked="" type="radio"/> forgetfulness; complete disregard</p> <p><input type="radio"/> removal of minerals in water</p> <p><input type="radio"/> having excessively bright colors or showy</p>	<p>12. acquisition</p> <p><input checked="" type="radio"/> the ability acquired by training</p> <p><input type="radio"/> having excessively bright colors or showy</p> <p><input type="radio"/> removal of minerals in water</p> <p><input type="radio"/> lacking harmony</p>
<p>13. peruse</p> <p><input checked="" type="radio"/> to look through carefully</p> <p><input type="radio"/> the ability to look ahead</p> <p><input type="radio"/> age of physical perfection</p>	<p>14. invigorate</p> <p><input type="radio"/> age of physical perfection</p> <p><input type="radio"/> to disrespect or put down</p> <p><input checked="" type="radio"/> to fill with life or energy</p>

D open to attack or hurt

D unreasonable; based on a whim

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1. preposterous <input checked="" type="radio"/> crazy; senseless <input type="radio"/> the act of keeping something secret <input type="radio"/> unreasonable; based on a whim	2. indeterminate <input type="radio"/> the ability to look ahead <input checked="" type="radio"/> not clear or uncertain <input type="radio"/> the act of pulling forth great effort
3. stalemate <input type="radio"/> to search or hunt for food <input type="radio"/> the group following a particular person <input checked="" type="radio"/> a situation where future action is impossible	4. sustenance <input type="radio"/> weakness or inactivity <input checked="" type="radio"/> financial means one lives by <input type="radio"/> hard to do
5. arduous <input type="radio"/> a heavy rain <input type="radio"/> the property of being close together <input checked="" type="radio"/> hard to do	6. unrequited <input type="radio"/> not wise; lacking self-restraint <input type="radio"/> forgetfulness; complete disregard <input checked="" type="radio"/> not returned in kindness
7. complement <input checked="" type="radio"/> to complete or make perfect <input type="radio"/> to fill with life or energy <input type="radio"/> an obnoxious animal	8. longevity <input checked="" type="radio"/> long length of life <input type="radio"/> to meet due to a plan <input type="radio"/> being very weak; little substance
9. leaching <input checked="" type="radio"/> removal of minerals in water <input type="radio"/> a high level of honor or importance <input type="radio"/> not secure	10. foresight <input type="radio"/> deep laughter <input checked="" type="radio"/> the ability to look ahead <input type="radio"/> to make or work out a plan for
11. rendezvous <input checked="" type="radio"/> to meet due to a plan <input type="radio"/> the ability acquired by training <input type="radio"/> difficult to catch or hold	12. imprudent <input checked="" type="radio"/> not wise; lacking self-restraint <input type="radio"/> the ability to look ahead <input type="radio"/> to complete or make perfect
13. exertion <input type="radio"/> an obnoxious animal <input type="radio"/> to fill with life or energy <input checked="" type="radio"/> the act of pulling forth great effort	14. precarious <input type="radio"/> crazy; senseless <input checked="" type="radio"/> not secure <input type="radio"/> dread
15. invigorate <input type="radio"/> difficult to catch or hold <input checked="" type="radio"/> to fill with life or energy <input type="radio"/> a high level of honor or importance	16. arbitrary <input checked="" type="radio"/> unreasonable; based on a whim <input type="radio"/> being very weak; little substance <input type="radio"/> hard to do

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1. dissonant <input type="radio"/> lacking harmony <input checked="" type="radio"/> weakness or inactivity	2. lethargy <input checked="" type="radio"/> the leaves on a plant <input type="radio"/> weakness or inactivity
3. bluff <input type="radio"/> to mislead <input checked="" type="radio"/> deep laughter	4. barbarism <input checked="" type="radio"/> destroy completely <input type="radio"/> a brutal act
5. sustenance <input type="radio"/> financial means one lives by <input checked="" type="radio"/> to move away from	6. foliage <input checked="" type="radio"/> to look through carefully <input type="radio"/> the leaves on a plant
7. dissipate <input checked="" type="radio"/> a sudden terrible event that brings disaster <input type="radio"/> to move away from	8. famish <input type="radio"/> to suffer from hunger or thirst <input checked="" type="radio"/> open to attack or hurt
9. adversary <input type="radio"/> opponent; enemy <input checked="" type="radio"/> violent and needless disturbance	10. guffaw <input type="radio"/> deep laughter <input checked="" type="radio"/> having a circular or winding course
11. bravado <input checked="" type="radio"/> to use up <input type="radio"/> pretending to have courage	12. mayhem <input type="radio"/> violent and needless disturbance <input checked="" type="radio"/> the spreading of disease
13. vulnerable <input checked="" type="radio"/> the property of being close together <input type="radio"/> open to attack or hurt	14. deplete <input checked="" type="radio"/> crazy; senseless <input type="radio"/> to use up
15. catastrophe <input type="radio"/> a sudden terrible event that brings disaster <input checked="" type="radio"/> to disrespect or put down	16. demean <input type="radio"/> to disrespect or put down <input checked="" type="radio"/> greatly exceeding bounds
17. exorbitant <input checked="" type="radio"/> crazy; senseless <input type="radio"/> greatly exceeding bounds	18. circuitous <input checked="" type="radio"/> deep laughter <input type="radio"/> having a circular or winding course
19. contagion <input type="radio"/> the spreading of disease <input checked="" type="radio"/> a brutal act	20. peruse <input type="radio"/> to look through carefully <input checked="" type="radio"/> opponent; enemy